

AMENDMENTS TO THE CLAIMS

1. (Currently amended) A character display apparatus for displaying a character on a screen based on stroke data containing character information, comprising:

a control section for setting a first color element level for a subpixel overlapping a basic portion of the character, based on both or either a first distance between a center of the subpixel and at least one dot contained in a stroke in a first direction or a line width set for the stroke, and setting a second color element level for a subpixel near the subpixel having the set first color element level, based on a second distance between the subpixel having the set first color element level and the near subpixel in a second direction perpendicular to the first direction and the set first color element level.

2. (Previously presented) The character display apparatus according to claim 1, wherein the at least one dot contained in the stroke has the same X-coordinate value as the center of the subpixel.

3. (Currently amended) The character display apparatus according to claim 1, wherein the control section sets a smaller first color element level of the subpixel as the first distance is increased.

4. (Currently amended) The character display apparatus according to claim 1, wherein the control section sets the first color element level of the subpixel based on a line width in at least one of an X direction and a Y direction set for the stroke.

5. (Currently amended) The character display apparatus according to claim 1, wherein the control section sets the first color element level of the subpixel to a predetermined value when the first distance is within a predetermined range.

6. (Previously presented) The character display apparatus according to claim 1, comprising a display section comprising a plurality of display pixels arranged in a matrix on the screen, each of the plurality of display pixels comprising a plurality of the subpixels arranged in a predetermined direction and associated with a plurality of respective color elements,

wherein the control section controls display of the character on the screen by controlling levels of the plurality of color elements associated with the plurality of subpixels based on the stroke data separately.

7. (Currently amended) The character display apparatus according to claim 1, comprising a storage section storing a table associating at least one of the first distance between the center of the subpixel and the at least one dot contained in the stroke and the line width set for the stroke with the first color element level of the subpixel,

wherein the control section sets the first color element level of the subpixel based on information contained in the table.

8. (Canceled)

9. (Currently amended) The character display apparatus according to claim 8, comprising a storage section storing a table associating the second distance between the subpixel having the set first color element level and the near subpixel and the set first color element level with the second color element level of the near subpixel,

wherein the control section sets the second color element level of the near subpixel based on information contained in the table.

10. (Previously presented) The character display apparatus according to claim 1, wherein

the stroke data is skeleton data representing a skeletal shape of the character or character contour information representing a contour shape of the character.

11. (Currently amended) A character display apparatus for displaying a character based on stroke data containing character information, comprising:

a control section for setting a first color element level for a subpixel within a predetermined range based on both or either a first distance between a center of the subpixel and at least one dot contained in a stroke in a first direction or a line width set for the stroke, and setting a second color element level for a subpixel near the subpixel having the set first color element level, based on a second distance between the subpixel having the set first color element level and the near subpixel in a second direction perpendicular to the first direction and the set first color element level.

12. (Currently amended) The character display apparatus according to claim 11, wherein the control section sets the first color element level of the subpixel within the predetermined range based on a predetermined table defining the first color element level of the subpixel within the predetermined range and the first distance.

13. (Previously presented) The character display apparatus according to claim 11, wherein the at least one dot contained in the stroke has the same X-coordinate value as the center of the subpixel.

14. (Currently amended) The character display apparatus according to claim 11, wherein the control section sets a smaller first color element level of the subpixel as the first distance is increased.

15. (Currently amended) The character display apparatus according to claim 11, wherein the control section sets the first color element level of the subpixel based on a line width in at least one of an X direction and a Y direction set for the stroke.

16. (Currently amended) The character display apparatus according to claim 11, wherein the control section sets the first color element level of the subpixel to a predetermined value when the first distance is within a predetermined range.

17. (Previously presented) The character display apparatus according to claim 11, comprising a display section comprising a plurality of display pixels arranged in a matrix on the screen, each of the plurality of display pixels comprising a plurality of the subpixels arranged in a predetermined direction and associated with a plurality of respective color elements,

wherein the control section controls display of the character on the screen by controlling levels of the plurality of color elements associated with the plurality of subpixels based on the stroke data separately.

18. (Currently amended) The character display apparatus according to claim 11, comprising a storage section storing a table associating at least one of the first distance between the center of the subpixel and the at least one dot contained in the stroke and the line width set for the stroke with the first color element level of the subpixel,

wherein the control section sets the first color element level of the subpixel based on information contained in the table.

19. (Cancelled)

20. (Currently amended) The character display apparatus according to claim 1911, comprising a storage section storing a table associating the second distance between the subpixel having the set first color element level and the near subpixel and the set first color element level with the second color element level of the near subpixel,

wherein the control section sets the second color element level of the near subpixel based on information contained in the table.

21. (Previously presented) The character display apparatus according to claim 11, wherein the stroke data is skeleton data representing a skeletal shape of the character or character contour information representing a contour shape of the character.

22. (Original) A character display method for displaying a character based on stroke data containing character information, comprising both or either the step of obtaining a first distance between a center of a subpixel overlapping a basic portion of the character, and at least one dot contained in a stroke in a first direction, or the step of obtaining a line width set for the stroke, and the step of setting a first color element level for the subpixel based on both or either the obtained first distance or the line width, further comprising the step of obtaining a second distance between a near subpixel and the subpixel having the set first color element level in a second direction perpendicular to the first direction, and the step of setting a second color element level for the subpixel near the subpixel having the set first color element level based on the obtained second distance and the set first color element level.

23. (Canceled)

24. (Currently amended) A computer readable recording medium having stored thereon computer executable program for displaying a character based on stroke data containing character information, comprising both or either the step of obtaining a first distance between a

center of a subpixel overlapping a basic portion of the character; and at least one dot contained in a stroke in a first direction, or the step of obtaining a line width set for the stroke, and the step of setting a first color element level for the subpixel based on both or either the obtained distance or the line width, further comprising the step of obtaining a second distance between a near subpixel and the subpixel having the set first color element level in a second direction perpendicular to the first direction, and the step of setting a second color element level for the subpixel near the subpixel having the set first color element level based on the obtained second distance and the set first color element level.

25. (Currently amended) A character display method for displaying a character on a screen based on stroke data containing character information, comprising both or either the step of obtaining a first distance in a first direction between a center of a subpixel within a predetermined range, and at least one dot contained in a stroke, or the step of obtaining a line width set for the stroke, and the step of setting a first color element level for the subpixel based on both or either the obtained first distance or the line width, further comprising the step of obtaining a second distance in a second direction perpendicular to the first direction between a subpixel and the subpixel having the first set color element level, and the step of setting a second color element level for the subpixel near the subpixel having the set first color element level based on the obtained second distance and the set first color element level.

26. (Canceled)

27. (Currently amended) A computer readable recording medium; having stored thereon computer executable program for displaying a character on a screen based on stroke data containing character information, comprising both or either the step of obtaining a first distance between a center of a subpixel within a predetermined range, and at least one dot contained in a stroke in a first direction, or the step of obtaining a line width set for the stroke, and the step of setting a color element level for the subpixel based on both or either the obtained first distance or

the line width, further comprising the step of obtaining a second distance between a subpixel and the subpixel having the set first color element level in a second direction perpendicular to the first direction, and the step of setting a second color element level for the subpixel near the subpixel having the set first color element level based on the obtained second distance and the set first color element level.